

CLAIM AMENDMENTS

1. (currently amended) An apparatus for playing a game (using an environment in which an event occurs, ~~either real or created~~ which itself is) not a game of chance, ~~in which an event occurs~~ the apparatus comprising:

① ^{the geographical area into} a means to delineate two or more zones with delineation indicators wherein ^{divide the map into} said zones ~~(correspond to)~~ zones ~~(in said real or created environment)~~ or in a visual representation thereof such that said event ~~may~~ must occur within or under a zone or on a delineation indicator and thus associated with one or more zones to thereby create a game of chance that associates an event ~~outcome~~ with a zone or zones; when a plurality of wager or marker markers, each marker having a predetermined value measured in a predetermined number of value units, for a game participant to associate with said one or more delineated zones before said event; and

A1 ~~an electronic~~ a display means to present the zone that said event becomes associated with ~~and/or a visual representation of said real or created environment~~ where said event occurs within or under a zone or on a delineation indicator, such that a game participant is rewarded ~~by the addition of a marker/s of value or value to the one or more markers which a participant~~ if their wager or marker is has associated with ~~the zone~~ one or more zones that the event becomes associated with, and a game participant is penalized ~~by the removal of the said one or more markers or the removal of value from the said one or more markers that a participant did not associate~~ if the wager or marker is not associated with a one of the zone or zones that the event becomes associated with.

2. (original) A game playing apparatus according to claim 1 wherein said reward is provided in accordance with odds related to the event being associated with a zone or zones.

3. (original) A game playing apparatus according to claim 2 wherein said event is scheduled to occur at regular intervals and said rewards are provided after an event.

4. (currently amended) A game playing apparatus according to claim 1 wherein the value of the wager or marker ~~markers~~ that are risked by said one or more participants are pooled and a reward to a participant comprises a predetermined proportion of said pooled value.

5. (original) A game playing apparatus according to claim 1 wherein said reward is provided in accordance with spread betting odds related to said event occurring in a zone.

6. (currently amended) A game playing apparatus according to claim 1 wherein said ~~real or created~~^{map} environment changes after said event and said change of said ~~environment~~^{map} is related to the outcome of said event and presents said participants a new relevance to one or more of said zones which is further related to the outcome of the same or a different event wherein there exist predetermined odds of the result of said event being associated with a zone or zones.

7. (original) A game playing apparatus according to claim 1 wherein said display means presents a two-dimensional image or a multi-dimensional space having a plurality of zones associated therewith wherein each zone is presented to game participants in two-dimensional or multi-dimensional form.

8. (original) A game playing apparatus according to claim 1 wherein said means to delineate zones creates one or more external zones the existence of which are associated with said real or created environment and which may be associated with a participant's marker and which have predetermined odds of an event occurring within a said external zone.

9. (original) A game playing apparatus according to claim 1 wherein there are a plurality of events associated with ^{said map} a real or created environment) thereby allowing a plurality of event outcomes within a plurality of zones to occur.

10. (original) A game playing apparatus according to claim 1 wherein ^{map represents} said (real environment) is a live environment.

11. (original) A game playing apparatus according to claim 10 wherein said display means presents a display representative of a live environment ^{on the map}.

12. (original) A game playing apparatus according to claim 1 wherein the event outcome is the result of a predetermined action occurring ^{on the map} (in said real environment)

13. (original) A game playing apparatus according to claim 1 wherein the event outcome is representative of the result of a predetermined action occurring ^{on the map} (in said real environment)

14. (original) A game playing apparatus according to claim 10 wherein said live environment is a live sporting contest.

15. (original) A game playing apparatus according to claim 14 wherein said event outcome is the result of a predetermined action occurring during said live sporting contest.

16. (currently amended) A game playing apparatus according to claim 1 further comprising a marker placement information receiving means and an intermediate wager or marker placement information means wherein the association of a wager or marker with one or more of said zones is achieved through said

-intermediate means that receives from said participant the pre-selected intention of the participant and associates their wager or marker and its value with their ~~pre-~~selected selected zone or zones.

17. (original) A game playing apparatus according to claim 16 wherein said intermediate means is a portable device having communications means for communicating a marker association to said game playing apparatus.

18. (original) A game playing apparatus according to claim 1 further comprising means to set odds of an event occurring in any one or more of said zones.

19. (currently amended) A method for creating and playing a game comprises the steps of:

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- a) creating or observing an environment which itself is not a game of chance ^{providing a map}
in which an event occurs;
 - b) delineating ^{the geographical area} with delineation indicators ^{info} a plurality of ^{on the map} two or more zones wherein said zones correspond to zones ~~in said real or created~~ environment) or a visual representation thereof such that said event ~~may~~ must occur within or under a zone or on a delineation indicator and thus associated with one or more zones to thereby create a game of chance that associates an event ~~outcome~~ with a zone or zones;
 - c) displaying to one or more participants the zone that said event becomes associated with and/or a visual representation thereof where said event occurs within or under a zone or on a delineation indicator and thus with one or more zones;
 - d) a game participant associating with one or more of said delineated zones in said display a ~~marker~~ wager or marker ~~markers~~ having a predetermined value measured in a predetermined number of value units before said event;
 - e) an event outcome being associated with a zone; such that

a game participant is rewarded ~~by the addition of a marker/s or value to the one or more markers that are associated with the zone that~~ if their wager or marker is ~~the event becomes associated with the zone~~ one or more zones that the event becomes associated with; and
a game participant ~~being is~~ penalized ~~by the removal of the said one or more markers or the removal of value from the one or more markers~~ if the wager or marker is not associated with one of the zone or zones that the event becomes associated with.

20. (currently amended) A method for creating and playing a game according to claim 19 comprising the further step of:

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- f) wherein said ~~real or created~~ ^{map} ~~environment~~ ^A changes after said event and said change of said ~~environment~~ ^{map} is related to the outcome of said event and presents said participants a new relevance to one or more of said zones which is further related to the outcome of the same or a different event wherein there exist predetermined odds of the result of said event being associated with a zone or zones.

21. (new) A game playing apparatus according to claim 1 further comprises means to receive and provide markers associated with a game participant in accordance with said rewards and penalties and further receive and provide wagers markers from an another source.

22. (new) A game playing apparatus according to claim 21 wherein said means to receive and provide wager or marker ~~markers~~ is a stored value card containing and adapted to communicate external of said card the identity of said card.

23. (new) A game playing apparatus according to claim 22 wherein said stored value card is be used to receive and provide data representative of monetary

value.

24. (new) A game playing apparatus according to claim 1 wherein said means to delineate zones comprises sensors to detect a signal and the presence of an object located such that said signal is associated with an event occurring within or under a zone or on a delineation indicator.

25. (new) A game playing apparatus according to claim 1 wherein said electronic display is a mobile display operable by said participant.

26. (new) A method for playing a game comprising the steps of:

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- a) receiving a representation of an environment in which an event occurs, which itself is not a game of chance, having been delineated with delineation indicators to create a two or more zones wherein said zones correspond to zones in said real or created environment such that said event may occur within or under a zone or on a delineation indicator and thus associated with one or more zones to thereby create a game of chance that associates an event with a zone or zones;
 - b) displaying to one or more participants the zone or zones that said event becomes associated with where said event occurs within or under a zone or on a delineation indicator and thus associated with one or more said zones;
 - c) a game participant associating with one or more of said delineated zones in said display, a wager or marker ~~or markers~~ having a predetermined value measured in a predetermined number of value units;
 - d) an event outcome being associated with one or more zones; such that
 - e) a game participant is rewarded if their wager or marker is associated with one or more zones that the event becomes associated with; and
 - f) a game participant is penalized if their wager or marker is not associated with one or more zones that the event becomes associated with.

27. (new) An apparatus for creating a game using an environment in which an event occurs, which itself is not a game of chance, the apparatus comprising:

a means to delineate zones with delineation indicators, wherein said zones correspond to zones in said environment, or, in a visual representation thereof, such that said event may occur within or under a zone or on a delineation indicator and thus associated with one or more zones to thereby create a game of chance that associates an event with a zone or zones.

28. (new) An apparatus for providing a game of chance to a user using an environment in which an event occurs, which itself is not a game of chance, wherein one or more zones are delineated with delineation indicators, where said zones correspond to zones in said environment, or, in a visual representation thereof, such that said event may occur within or under a zone or on a delineation indicator and thus associated with one or more zones to thereby create a game of chance that associates an event with a zone or zones, comprising

means to display a visual representation of said environment with said delineation indicators and zones, and

means to indicate, with a wager or marker ~~markers~~ having a predetermined value measured in a predetermined number of value units, an association of wager or markers, with said one or more delineated zones, and

means to communicate the wager or marker value and associated delineated zones external of said apparatus.

29. (new) An apparatus according to claim 28 wherein said apparatus is transportable by a said user.

30. (new) An apparatus according to claim 29 wherein said apparatus receives data communication containing value units to be added to or removed from said apparatus as the result of a prior association of a said marker with one or more

delineated zones.

31. (new) An apparatus according to claim 28 wherein said apparatus further includes a stored value card.

32. (new) An apparatus according to claim 31 wherein said stored value card contains and communicates the identity of the user of said stored value card.

33. (new) An apparatus according to claim 28 wherein said event outcome is communicated to a said user as data representative of said outcome.

34. (new) A game playing apparatus according to claim 1 wherein said electronic display means presenting said zones superimposes one or more advertisements over a predetermined zone or zones.

35. (new) An apparatus for creating a game according to claim 27 wherein said means to delineate zones communicates said delineation, or a visual representation thereof, further comprises

a means to combine a representation of said environment with said delineation indicators.

36. (new) An apparatus for creating a game according to claim 27 further comprising a means to provide information representative of the zone or zones associated with said event outcome.

37. (new) An apparatus according to claim 28 wherein said means to communicate makes said communications secure and verifiable.

38. (new) A game playing apparatus according to claim 1 further comprising a communication means wherein a participant's identifier and an

association with one or more zones, of a wager one or more markers, is communicated by said communications means, and

recording means to record said communicated value and said one or more associated zones against an account which is associated with a participant identifier of the sender of said communications.

39. (new) A game playing apparatus according to claim 39 wherein further addition or removal of said value of said markers according to said association with a zone or zones is provided by communications exchange with said account by said participant.
